CLAIM AMENDMENT

Please amend the claims as follows:

1.   (Canceled)

2.   (Canceled)

3.   (Canceled)

4.   (Canceled)

5.   (Canceled)

6.   (Canceled)

7.   (Canceled)

8.   (currently amended) A method for using a first computer system to remotely monitor and interact with the operation of a second computer system through a graphical user interface of said second computer system, comprising the steps of:

receiving a pixel image ~~of a first graphical element~~ of said second computer system

graphical user interface at said first computer system;

<u>searching said pixel image of said second computer system graphical user interface for</u>

<u>a first graphical element contained within and comprising less than said pixel</u>

<u>image;</u>

generating a user peripheral input device input action within said second computer

system graphical user interface as interpreted by a second computer peripheral

input device controller channel by passing a signal through an i/o

communications channel from said first computer system to said second

computer system graphical user interface responsive to said receiving ~~step~~ <u>and</u>

<u>searching steps</u>;

monitoring ~~a pixel~~ <u>said pixel</u> image of said second computer system graphical user

interface from said first computer system for an expected second graphical

element <u>contained within and comprising less than said pixel image</u> within a

predetermined time interval; and

signaling a failure at said first computer system if said predetermined time interval

elapses without detecting said expected second graphical element.

9.   (Previously presented) The method of claim 8 further comprising the steps of:

transferring said user input action to a script stored on said first computer system;

re-executing said steps of receiving, generating, monitoring and signaling subsequent to said storing step under control of said stored script.

10.   (Previously presented) The method of claim 8 further comprising the steps of:

providing graphical user interface language extensions commands to a scripting language; and

passing said generated user input action through said graphical user interface language extensions from a scripting language processor to a language extensions processor.

11.   (currently amended) The method of claim 8 further comprising the steps of:

generating a user input action within said second computer system responsive to said second graphical element;

monitoring said second computer system graphical user interface for an expected third graphical element contained within and comprising less than said pixel image within a predetermined time interval; and

signaling a failure at said first computer system if said predetermined time interval elapses without detecting said expected third graphical element.

12.   (Previously presented) The method of claim 8 further comprising the steps of:

depicting said second computer system graphical user interface upon a local display

of said first computer system including said first graphical element; and

receiving a local user input action at said first computer system within said local

display;

wherein said generated user input action emulates said local user input action.

13.   (currently amended) The method of claim 8 further comprising the steps of:

providing graphical user interface language extensions commands to a scripting

language; and

depicting said computer system graphical user interface upon a local display of said

first computer system including said first graphical element;

receiving a local user input action within said local display;

transferring said user input action to a script stored on said first computer system;

passing said generated user input action through said graphical user interface

language extensions from a scripting language processor to a language

extensions processor for reproduction at said second computer system

graphical user interface, wherein said generated user input action emulates

said local user input action; and

re-executing said steps of receiving, _searching,_ generating, monitoring and signaling

subsequent to said storing step under control of said stored script.

14.   (currently amended) A method for enabling a local system to remotely operate a remote

computer system through a graphical user interface on said remote computer system by using

local scripts that selectively respond to changes in graphical displays upon said graphical user

interface of said remote computer system, comprising the steps of:

      displaying a depiction of said remote system graphical user interface display on said

          local system;

      capturing user input effected in said depiction of said remote system graphical user

          interface display;

      implementing through a local system command language set user input emulations

          representative of said captured user input reproduced at said remote computer

          system graphical user interface through a peripheral input device i/o channel;

      image processing said remote computer system graphical displays to detect ~~changes~~

          ~~in~~ <u>a first entity contained within and comprising less than</u> said graphical

          display upon said graphical user interface of said remote computer system;

      controlling a flow of execution of said local system through a scripting language

          having scripting commands in combination with said command language set

          responsive to a detection of ~~changes~~ <u>said first entity</u> during said image

          processing step; and

      communicating between said local system and said remote computer system graphical

          user interface through a communication interface responsive to said flow

controlling step.

15. (Previously presented) The method for enabling a local system to remotely operate a remote computer system through a graphical user interface on said remote computer system of claim 14 further comprising the steps of:

storing said scripting commands into a storing means;

inserting a command from said command language set into said storing means; and

executing said inserted stored command.

16. (currently amended) A method for using a first computer system to remotely monitor and interact with the operation of a second computer system through a graphical user interface of said second computer system, comprising the steps of:

receiving ~~a first graphical element~~ a representation of said second computer system graphical user interface at said first computer system;

searching said representation of said second computer system graphical user interface for a first graphical entity contained within and comprising less than said representation of said second computer system graphical user interface;

generating a user peripheral input device input action within said second computer system graphical user interface as interpreted by a second computer peripheral input device controller channel by passing a signal through an i/o

communications channel from said first computer system to said second

computer system graphical user interface responsive to said receiving ~~step~~ and

searching steps;

monitoring said second computer system graphical user interface from said first

computer system for an expected second graphical ~~element~~ entity within a

predetermined time interval; and

signaling a failure at said first computer system if said predetermined time interval

elapses without detecting said expected second graphical ~~element~~ entity.

17.   (currently amended) The method of claim 16 further comprising the steps of:

transferring said user input action to a script stored on said first computer system;

re-executing said steps of ~~receiving, generating,~~ receiving and monitoring ~~and~~

~~signaling~~ subsequent to said storing step under control of said stored script.

18.   (Previously presented) The method of claim 16 further comprising the steps of:

providing graphical user interface language extensions commands to a scripting

language; and

passing said generated user input action through said graphical user interface

language extensions from a scripting language processor to a language

extensions processor.

19.   (currently amended) The method of claim 16 further comprising the steps of:

        generating a user input action within said second computer system responsive to said second graphical ~~element~~ <u>entity</u>;

        monitoring said second computer system graphical user interface for an expected third graphical ~~element~~ <u>entity</u> within a predetermined time interval; and

        signaling a failure at said first computer system if said predetermined time interval elapses without detecting said expected third graphical ~~element~~ <u>entity</u>.

20.   (currently amended) The method of claim 16 further comprising the steps of:

        depicting said second computer system graphical user interface upon a local display of said first computer system including said first graphical ~~element~~ <u>entity</u>; and

        receiving a local user input action at said first computer system within said local display;

        wherein said generated user input action emulates said local user input action.

21.   (currently amended) The method of claim 16 further comprising the steps of:

        providing graphical user interface language extensions commands to a scripting language; and

        depicting said computer system graphical user interface upon a local display of said first computer system including said first graphical ~~element~~ <u>entity</u>;

receiving a local user input action within said local display;

transferring said user input action to a script stored on said first computer system;

passing said generated user input action through said graphical user interface language extensions from said a scripting language processor to a language extensions processor for reproduction at said second computer system graphical user interface, wherein said generated user input action emulates said local user input action; and

re-executing said steps of receiving, generating, monitoring and signaling subsequent to said storing step under control of said stored script.

22. (New) The method of claim 8, wherein said step of generating a user peripheral input device input action further comprises locating said user peripheral input device input action within said first graphical element.

23. (New) The method of claim 22, wherein said user peripheral input device input action further comprises a click event.

24. (New) The method of claim 14, wherein said step of communicating between said local system and said remote computer system graphical user interface further comprises locating a user peripheral input device input action at a location relative to said first entity.

25.   (New) The method of claim 24, wherein said user peripheral input device input action further comprises a click event.

26.   (New) The method of claim 16, wherein said step of generating a user peripheral input device input action further comprises locating said user peripheral input device input action within said first graphical entity.

27.   (New) The method of claim 26, wherein said user peripheral input device input action further comprises a click event.